

My Version of Dragons: Defenders of Berk

by Month4

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Summary: Just thinking about my version of Dragons: Defenders of Berk and had to write it down. Rated T for possible blood mostly and the fact that I don't want a possibly awesome story to get kicked off the web.

1. Chapter 1

"Bad thing happens, even to Vikings. And sometimes it will change you into somebody else." â€" Hiccup.

It is now the day after Bork Week. On the last day of this Viking holiday they held a service in memory of Mildew, who they believe dead when he 'sacrificed' himself for Hiccup. The speech said at the service said "even though Mildew was sour at everything. And when it came to dragons and the friendship we now have with them his mood was the worst. But in the end he died a hero." Little do they know, there is so much bad things that's going to come.

Hiccup is now sitting at a table in Berk Dragon Academy with his dragon partner, Toothless, beside him. Along with both his notebook with his notes in it and Bork's notes and the Book of Dragons open on it and writing in a blank book. Gobber left some time ago after helping them with a new project, fighting alongside their dragon partners as if they were one. Astrid is standing of to one side of working with Stormfly on some more strategies on the subject they were working on that day. Looking at Hiccup once in a while and trying to figure out what he's doing. Tuffnut and his twin sister Ruffnut walks up to him.

"Excuse me," says Tuffnut to get Hiccup's attention. "Why are we training in the morning. And why so hard this time."

"Because Alvin is stepping up his plans," answers Hiccup. "He's not just using lives as hostages. Last time he used one of our own people to make plans to get to me (Toothless hums and nods in agreement). So

I decided to get training done as early as possible then train more dragons the rest of the day."

"And I bet you don't have an idea on where to start," says Snotlout in his mocking way.

"Actually, I do," responds Hiccup, which got Fishlegs and Astrid listening. "I could start with the ones I saw in Alvin's dragon pit. After that, it depends on what his next plans are."

"What kinds of dragons does he have?" asks Fishlegs.

"A Whispering Death, a Scauldron and a Changewing," answers Hiccup. Everyone stares at him in shock.

"But those are three very dangerous dragons!" exclaims Astrid. "You could die if you go anywhere near them!"

"I know, I know," insists Hiccup, putting the books in a satchel. "But I have to improve myself. I'm not going to let Mildew's sacrifice be in vain." That comment snaps the others out of their shock. Everyone's expressions turn into those of understanding, even Snotlout's for a second.

"Then the rest of us are going too," says Fishlegs. "With all of us working together we will at least we'll have a better chance of coming home alive."

"Sorry Fishlegs," says Hiccup, slinging the satchel with all the books that was on the table. "But when I go off to train a dragon, I'm not coming home until I'm done." Fishlegs is about to frantically protest to either train a dragon or die trying when Ruffnut raises her hand.

"One question," says Ruffnut. "What were you writing earlier?"

"I'm calling it the Book of Dragon Training," answers Hiccup. A little girl from the village comes running in.

"Guys, there's a huge strange boat coming into view from southwest," she says (AN: she's talking about a ship). "It doesn't have the sails of either one of ours or an Outcast."

"Let's go check it out Bud," Hiccup says to Toothless as he climbs on to his back. The dragon takes off and, with a little help from Hiccup, heads towards where the little girl told them the huge boat is coming from. The huge boat is just coming into port when Hiccup and Toothless arrives. As they fly around the huge boat they take note on the sheer size of it. There's no one on deck, but there are windows along the sides of it. Once it's at the docks something hanging from a long chain drops into the sea (A/N: the anchor). A moment later a weight tied to rope drops onto the dock from both sides of the huge boat. Double that amount of time and a piece drops from the boat and one end hits the dock, forming a gangplank. Revealing another wall behind it with a door in it in the hole left by the piece that dropped. It isn't long before a woman comes out through the door, walks to each of the weights on the dock, takes the rope from the weights and ties the ropes to the docks. By this time Hiccup and Toothless has landed. They had taken in as much of the huge boat as possible. They also took note in a window in half of the

deck of the boat.

The woman is thin with light skin and long dark brown hair and eyes. She is wearing a white dress. She is wearing a ring with a silver band and a red gem on the ring finger of her left hand.

"Who are you, and what is that?" says Hiccup as he indicates the boat at the last part. The other kids of Hiccup's group arrives at this point and lands on the dock.

"My name is Gretel," answers the woman. "Me and my twin daughters call this our house-boat. We travel the waters of the world in it. We are the Traders of Knowledge."

"Excuse me, what's a Trader of Knowledge?" asks Tuffnut.

"Well, you do know Trader Johann," exclaims Gretel. "A Trader of Knowledge is like what he does, but with knowledge."

"You know Trader Johann," exclaims Fishlegs.

"Of course I do," says Gretel. "He and I are siblings." This made everyone else jump in surprise. At this point Stoick lands Thornado on the dock followed by the villagers on foot.

"Hiccup, who's this?" says Stoick.

"Dad, this is Trader Johann's sister," Hiccup answers slowly. Stoick jumps in the air and turns to Gretel.

"Good afternoon," smiles Gretel. "You can call me Knowledge Trader Gretel." At that time two young women about Hiccup's age sticks out their heads. The women looks exactly like their mentor, but with hazelnut eyes.

"Mom, we're going to get ready for work," says one of them.

"Great," comments Gretel. "Lucy, after you're done prop the door open before tending to the customers. Margret, when you're done hang up the sign before joining Lucy in tending to the customers."

"You and your boat look familiar, have you been to Berk before?" asks Stoick.

"Only once with my mentor," answers Gretel. "I don't know much. I remember leaving early and not being able to give you the book you wanted."

"What book was it?" asks Astrid.

"It was called Book of World Dragons," answers Gretel, this gets Hiccup really interested. "It's a book Bork made with a close friend. They traveled long ways from the island that is now Berk. But Bork got married to a woman who accepted him studying dragons rather than killing them. After marrying her Bork settled down and only studied the dragons nearby while his friend studied the ones in the different parts of the world. The next time they met was on Bork's deathbed. Before he died he gave the friend the notes he made on the dragons since they split. That friend added those facts to this book they wrote together."

"I remember now," muses Stoick. "I remember picking that book. But something happened that made you and your mentor leave before we made a trade."

"Well it's still in here if you still want it," exclaims Gretel.

"I do," jumps in Hiccup. "I'll trade the story of when I ended the three hundred year war by myself for it."

"Well, go home and get a copy of it and any information you want to trade for anything else," says Gretel, putting her left hand on Hiccup's shoulder. Unknown to everyone but Gretel the stone on her ring turns clear. After the group of people left the docks Gretel turns towards her twins and shows them that the ring is now clear.

At home Hiccup work fast and long writing his experiences downing Toothless, bonding with him, making a new tail fin, then the event leading up to the battle with The Red Death. He only stopped to get the cramp out of his hand. When he is done he slams the book that was empty when he started, now full, and leaned back with a sigh. When Toothless hears this he gets up from where he was napping and pokes Hiccup with his nose. Hiccup responds by petting Toothless on the head.

"Now we'll be able to get that book on dragons of the world," exclaims Hiccup. "With that we'll be able to get stronger." Stoick climbs down the stairs at this point with a sad expression on his face. He's also carrying a lot of books.

"What's wrong dad?" asks Hiccup.

"I found out why Gretel and her mentor left so early without giving us the book. I caused them to be laughed off of Berk," sighs Stoick, this makes Hiccup and Toothless more curious. "It happened the week after you were born. I invited Gretel and her mentor to the party where I presented you to the village before we make the trade. When it was Gretel's mentor's turn to look upon you she said to us that despite you being a hiccup you will end the three hundred year war by yourself. I started the mess by calling out what she said and calling her ridiculous. All through the party everyone made fun of her and laughed. After the party Gretel's mentor gathered Gretel and another girl she had with her up and left without us making the trade for the book."

"Then explain to her what you just told me and apologize," says Hiccup flatly.

"I tent to go do that as soon as you're ready," responds Stoick.

"Well I am ready," says Hiccup getting up.

When they enter the house-boat they asks one of Gretel's twin daughters where she is. They tell them that Gretel is at the front desk. When they got there Tuffnut and Ruffnut whiz by to be in front of the desk.

"One of your girls told us you have something we're going to want,"

says Tuffnut.

"Yes, that is true," answers Gretel, taking two rolls of paper from under her desk. "Johann gave me your great-grandfather's skull along with the story of you giving it to him and who it is. With it I made copies of what your great-grandfather looked like in life for each of you." The twin gasps in amazement when they open their rolls of paper.

"We'll trade you our great-grandfather's diary for both of these," says Tuffnut slamming a book on the desk.

"Deal," Gretel replies before handing the book to one of her twins and telling her to make a copy of it and give it back to the twins. Tuffnut and Ruffnut follows the twin and Hiccup and Stoick steps forward.

"So I'm sorry for everything," says Stoick once he is done telling Gretel about her and her mentor being laughed off of Berk.

"It's O.K. my mentor never was hurt by what happened. In-fact she expected it," smiles Gretel, this confuses Stoick and Hiccup. "We'll swing by after people leave here. Then everything will be explained." Hiccup and Gretel makes the exchange for the book and they both go around their own ways. Hiccup and Stoick looks around and makes more trades before going back home.

It is after dinner when Gretel and her twins arrives.

"Sorry to be late Chief Stoick," says one of the twins.

"It was close to dinner time when the last customer left," explains the other twin.

"It's alright," responds Stoick. "Now what were you saying about your mentor knowing she would get laughed off of Berk?" At this Gretel grins as she raises something that looks like a clear stick. Streams of glittering light flows out of the strange stick and circles around her. Her clothes changes into a red dress that hangs off of one shoulder. Her hairstyle changes into a bun. A silver circlet appears around her head. After the change the glittery light goes away. Stoick and Hiccup looks at them in awe.

"Before I tell you how my mentor knew all that I must first explain the origin of these abilities," says Gretel. "In the beginning of mankind everyone got along so perfect with each other. Every day would be full of smiles. Eventually Loki got bored of it. So he added darkness to hearts. When the other gods and the goddesses found out what happened it was too late, the darkness had spread everywhere. The darkness would destroy the world. So the gods and goddesses went to help mankind with their abilities, everyone but The Norns. The only abilities they have are to see the past, present and future. But they saw that there are people who're immune to the darkness, people who never loses the light in their heart. So they have the idea of protecting those lights. The how was tricky, but they found magic users with light in their hearts. So they take the fallen sticks from the main Yggdrasil tree, enchant it to give their chosen wielder more power. Then they gave it to the pure hearted magic users with the strongest magic and make them help the pure hearts of the world. They also gave those magic users a way that can detect a person with a

pure heart and be able to do a two way communication. Those magic users now helps mankind in The Norns' names. Whenever any of these chosen magic dies The Norns choses their replacement. My mentor was one of these. Before the time she gave you that prophecy she and The Norns spoke and The Norns told my mentor about the end of your three hundred year war. That time I was only training my magic. But a chosen magic user died and I was chosen to take their place."

"Why are you telling us all this?" asks Hiccup.

"Because you are one of those pure hearted people," responds one of the twins.

"At the dock mommy touched your shoulder," explains the other twin. "When she did the red stone on her ring turned clear."

"My ring is my pure heart detector and two way communicator," says Gretel. "And it told me that you are a pure hearted person. So we're going to stay here and help with the war with Alvin."

"That's ridiculous," comments Stoick. "There's not going to be a war between us and Alvin."

"Just like how I'm not going to end the war between us and the dragons," says Hiccup, now turning to his dad. "Dad, we've already saw that Alvin has already came after me more than once. That only proves that he's going to keep coming after me until either he's brought down or won." Toothless hums in agreement.

"You're right about one thing, Alvin had been after you more than once," Stoick sighs in defeat. "O.K. you three may stay here until we're sure there's not going to be a war."

"Thank you Chief," says Gretel. "Now, there's a huge storm coming. But before me and my girls leave to prepare for it I have some words of advice for you Hiccup. You may have been an embarrassment to your dad and the village, but look at yourself now. Also it is good to train harder, but don't lose sight of the key to being a great dragon trainer."

"O.K," Hiccup slowly says. "I got the first thing, but I didn't understand the second one."

"Then here's a hint," says Gretel. "Think of everything that happened from the reason Toothless needs a fake tailfin to the event that took away your left foot." Gretel and the twins leaves after that.

"Well, we'll have plenty of time to think about what she said," says Stoick. "It's almost dark and it's already pouring rain out there. You go off and read that new dragon manual. I'll get to some wood carving." But Hiccup is still thinking about what Gretel said that he couldn't focus on anything else.

Later on while Hiccup is getting ready for bed he's still thinking about what Gretel said. He's now muttering to himself. Stoick is sleeping in his chair downstairs.

"The key to being a great dragon trainer. Everything that happened between Toothless needing a new tail to me losing my foot," he mutters before bringing it back in his head. He even closes his eyes.

Suddenly a crack of thunder roars outside. At the same time the thunder roared Hiccup opens his eyes as big as dinner plates.

"T-T-Toothless," Hiccup manages to say through his fear. Toothless senses the fear and is by his side in the blink of an eye. He rears up on hind legs and takes hold of his shaking rider with his front legs. He wraps his wings around them both for more comfort. Hiccup's shaking settles down to slight trembling before he finally relaxes. He takes hold of Toothless' front legs as he sinks down to sit on the floor. With the fear gone he's aware of his surroundings. He hears heavy footsteps reach the top of the stairs.

"Hiccup, are you alright?" asks Stoick.

"Yeah dad," answers Hiccup. "It's going to be one of those nights." Ever since he got struck by lightning proving Toothless innocents for Thor's wrath he had developed brontophobia. It only thunder stormed once since that incident. The same thing happened as now. They set up the same sleeping spot Hiccup slept in that time this night, setting up Hiccup's pillow and blanket on Toothless' stone slab and the dragon and his rider sleeps together. After Stoick leaves to go back to sleep in his chair Hiccup rolls onto his side so that he's facing his dragon.

"Thanks for everything Bud," whispers Hiccup. Toothless responds with humming in different keys.

"I think I know what Gretel means now about the key to being a great dragon trainer and the hint she gave," continues Hiccup. "All through the time between the loss of your tail and my foot we've bonded. We're now so close that all's left is my understanding what you say. That's the key, to bond with a dragon." With that Hiccup's eyes flutters closed and falls asleep.

The next day starts out like all of the others, Toothless waking Hiccup at the crack of dawn to go flying. After they make and eat their early breakfasts they leave for flying.

During their morning flight Toothless' head snaps up and his ears straight in the air twitching. Hiccup suddenly sets the fake tailfin's pedal so they'll hover.

"What is it Bud? You hear something?" asks Hiccup. Toothless answers this by pointing his nose in the direction of the beach (A/N: the one where Hiccup gave himself up to Alvin in the episode Alvin and the Outcasts). Hiccup uses the pedal to help them fly there.

They aren't very far when Hiccup hears a roaring sound from the direction they are headed in. A little further on they see what looks like a dragon on the beach that is the one making the noise. It is on the farthest side of the beach then where the wave reaches. Closer and they see that it is a beached Scauldron. It's thrashing around and roaring its head off.

"Wow, a Scauldron," awes Hiccup. "But, why is it acting this way?" Hiccup knits his eyebrows together in thought.

"It lives in water, and even uses it as its weapon," Hiccup mutters. "That means that it depends on it. But Scauldrons are fine on land."

So, why is this one unable to get back into the water? Unless it's too tired to make the trip back into the water. We could pin its head down to get its attention. But how would we calm it down? I could splash water over my head to show that I am a friend if it likes water. But how would we get it back into the water?" Toothless snaps him out of his thoughts by slapping him in the face with an ear. He indicates to land. Hiccup helps Toothless land. Once they have come to a stop and Hiccup climbs off Toothless wipes the sand flat and scratched some words into the sand.

"You could speak Dragonese to calm it down," reads Hiccup. "What?" Toothless erases the words with a few wipes and writes some more.

"The why we dragons talk. I can help you," reads Hiccup before his face turns into a beaming smile. "Yes. Teach me how to speak Dragonese."

A moment later Toothless and Hiccup are in the air. But not for long, they dive towards the beached scauldron. They hit its head and pushes it to the ground. Toothless stands on its head. With the combined weight of both dragon and rider and the fact that it's tired it can't do anything but roar.

"Nee-ah wettings-greenblood (no seadragon)!" calls Hiccup. The beached scauldron suddenly stops roaring with a look of surprise. Hiccup jumps down and walks in front of the scauldron. He says the phrase again.

"Me is freundlee (I am friend)," continues Hiccup. He goes down to the water and takes hand fulls of water and pours it over his head. He does this two more times and then walks up to the scauldron. Toothless jumps off of its head. The scauldron sniffs Hiccup and then calms down.

"Peepa (see)," says Hiccup. "Let me help you. I'll go get my friends so they can help too."

A half an hour later Hiccup and Toothless comes back with Astrid on Stormfly and Stoick on Thornado. The riders are carrying a really long rope.

"I only managed to bring one of my friends and my dad," explains Hiccup. "But together our dragon partners will carry you back into the water." Toothless holds one end of the rope, Astrid holds the other end and Thornado holds the middle. Toothless and Stormfly are on one side of the scauldron. Thornado is on the other. Hiccup has the scauldron lay on the middle of their makeshift hammock. Together all three dragons lifts the scauldron and flies it over the part of the beach where the water is deep. The dragons lowers the scauldron into the water and Thornado drops his part of the rope. The dragons flies their riders back to the beach. Once they touch-down the scauldron walks up to them. It nuzzles Stoick and Astrid and licks Hiccup in thanks.

"No need to thank us," smiles Hiccup as he reaches out the palm of his hand. "I'm just glad everything turned out OK."

"Well done Hiccup," congratulates Gretel from behind them. They turn to see Gretel as she looked like the night before. Her twin daughters

by her side.

"Well, I'd best be getting to today's chief duties," says Stoick.
"I'll leave you for your talking."

"Thanks dad for the help," says Hiccup before Thornado takes off.
Hiccup and Astrid gets off their dragons and walks towards Gretel and the twins.

"Hiccup, what's going on?" asks Astrid.

"Gretel is a magic user chosen by The Norns to help people with pure hearts," explains Hiccup. "She's here to help us fight Alvin."

"I'm afraid that it won't be just Alvin you'll be defending your home from," says Gretel. "Last night after preparing for the storm I talked to The Norns. They see a lot of battles besides the ones with Alvin."

"Well then, we just have to face them when they come," sighs Hiccup.

"Indeed," agrees Gretel. "That's why I'm going to give you these. Just show me your right arm Hiccup, Astrid your left." They do what Gretel tells them and Gretel waves her wand over their arms. Arm guards appear on their arms. Hiccup's is a dark shade of gold and black. Astrid's is yellow-gold and light blue.

"Those arm guards won't just help in battle," explains Gretel. "Just having them on will make you able to see, hear and smell like a dragon. Slapping them will cover you in armor that will match your dragon's scales. Slapping them a second time will turn the armor into the kind of dragon you ride. The abilities you'll gain is just like your dragon's. Slap it a third time and you'll feel what your dragon is feeling and hear each other's thoughts. Close either your eyes, nose or ears and you'll sense what your dragon is seeing, hearing or smelling at the moment. Slap it a fourth time and your armor will disappear. Hiccup, yours is different, when you touch another dragon you'll feel what they feel. We'll talk about what happens during battle at training time."

"Thanks Gretel," says Hiccup.

"Just doing my job," smiles Gretel. She then waves her wand over Toothless' gear and a new setting appears for the pedal.

"Move the pedal to the new setting and Toothless will be able to fly on his own if need be," says Gretel.

"Thanks again," says Hiccup. Gretel waves her wand again and she and the twins disappear.

"Now let's take care of the scauldron," says Hiccup. He, Astrid and their dragons walk to the edge of the beach.

"Please tell us what brought you to Berk?" asks Hiccup. Instead of the usual dragon sounds they hear actual words, though they still can't understand them.

"Oops-bungas catchas mi keendlee," explains the scauldron, judging by

the voice it's a female. "Me wet-flaps vizza par oos dunning."

"Toothless, a little help understanding her," requests Hiccup. After smoothing out the sand in front of him Toothless writes in it.

"Outcasts catches her kind, she swims this way for one day," reads Hiccup.

"Toothless can write," gasps Astrid in disbelief.

"Well I did read aloud near him a lot. So he would have picked up on a lot of it," explains Hiccup. "But what I don't understand is why the Outcasts are catching dragons and not killing them." Then he turns to the scauldron.

"You are welcome to live in our waters," invites Hiccup. "All I ask in return is that you don't harm anyone." The scauldron nods her head and swims out of sight.

"Good, now we have to tell everyone about all this," sighs Hiccup as he and Astrid flies back to the village.

"Bad things happen that changes us. But as long as we keep a clear head and don't lose sight of what's important and good in yourself and life that change won't be too bad." â€" Hiccup.

A/N:

The whole thing with Gretel being chosen by The Norns to help people with pure hearts is from Dark Parables: The Final Cinderella.

2. Chapter 2

Before I begin the new chapter I made some changes (even in chapter 1). I made it so that the twins traveling with Gretel are her daughters. Now that Defenders of Berk has begun I might put some of those elements into my story for some fun.

"It's good to prepare yourself for facing bad scenarios. But no matter what you do some things you can't be prepared for." â€" Hiccup.

The sun is just peaking over the horizon when an Outcast boat draws near to the beaches of Berk.

"Stop here!" commands their leader, Alvin. "Put up the ship disguise up. It's time to put the next part of the plan into effect. We just need to dispose of Stoick's boy. Then we'll begin the war on Berk!" The other Outcasts on cheers as they set up some kind of cloth to the mast.

The day Hiccup trained the Scauldron the village has an emergency meeting so that he could notify the village of their new resident dragon species. During the meeting Hiccup scheduled a group training day for the next day. After the meeting Hiccup and Astrid decided that Toothless will teach Hiccup Dragonese, since he's the only dragon that knows how to write, and at the end of the day Hiccup will

teach Astrid what he learned. She will spend her solo dragon training time practicing what Hiccup taught her. After the meeting Hiccup does his daily chores. Then works in his workshop building a box that's in pieces. The box is in pieces so that he can bring it into the house, which he does after making it. He assembles it in his room. He flies Toothless back and forth between the beach and his room filling the box with sand. Afterwards they just have fun until dinner. After dinner Hiccup and Toothless spends the rest of the evening making a dictionary for Dragonese, Toothless writing the words down in the sandbox and Hiccup copying each one in a notebook. By the time Hiccup is tired he has a good dictionary. So they call it quits and went to bed.

The next day at the arena everyone is gathering for the training session. Hiccup, Gretel and her daughters, Fishlegs, Ruffnut and Tuffnut are there with their dragon partners. Hiccup turns to the sound of a Deadly Nadder arriving, along with a Monstrous Nightmare close by.

"Hey there Hiccup," says Astrid. "How many words did you learn yesterday."

"Good one Astrid, good insult," comments Snotlout, earning a good punch in the arm by Astrid.

"That wasn't an insult," corrects Astrid. "Hiccup and I are studying Dragonese. The way dragons talk to one another."

"I get how you're going to talk to them, but what about you hearing what they are saying?" asks Fishlegs.

"With these," replies Hiccup as he and Astrid shows them their magic armguards, making the others exclaim their awe. "With these we have the senses of a dragon, that's in regular mode and armor mode. Then in dragon mode our armor will take on the form of the same kind of dragon we ride. And we will have the same abilities as them. Next is the Becoming One mode where we will be able to share senses with our dragons. I made a dictionary of the dragon language last night. After battle training today I'll start teaching Dragonese lessons. I called a group training session so that you guys can see what these can do so that after the session and Gretel give you one of your own you'll know how to use them."

"So, why's Gretel here now?" asks Ruffnut.

"She's going to instruct us in how our armor mode works in battle," explains Hiccup.

"OK, now that you've explained everything to them, let's begin," says Gretel. "Hiccup, Astrid, please take your positions in the center of the arena and activate your armors. Everyone else to the side." Everyone moves to their positions. Astrid and Hiccup slaps their armguards. They are instantly covered in armor (A/N: think of the armor Hiccup wore in the HTTYD2 teaser trailer and you'll get parts of the design). Hiccup's is black that matches Toothless' scale color, Astrid's is light blue like the light blue of Stormfly's scales. They each have a weapon in hand and their armguards turns into Viking shields. Hiccup has a sword that appears in his left hand and Astrid has a battle axe in her right.

"Wow," exclaims Hiccup. "This sword and shield is really light."

"Of course they are," replies Gretel. "The magic armguards are one with its wearer. That means it will take the form that's yours. The armors are made of past dragon scales and skin so it's fireproof and weapons can't penetrate them. Now, try a little bit of sparing together." Astrid starts it off by charging with her axe ready for a swing. Hiccup is able to swing his sword so fast that no eyes are able to follow it. Hiccup quickly steps forward and swings his sword for a strike. Astrid deflects it with her shield. They keep going like this for a good amount of time before they stop to rest.

"Wow," exclaims Ruffnut and Tuffnut. Snotlout just stands there with his mouth open. Fishlegs' eyes are bulging.

"Wow, that is so incredible," comments Fishlegs. "It's as if Hiccup's abilities increased tenfold."

"That is what happens when a person unlocks their true potential," explains Gretel. "When a person wields the right equipment the right way they can, and will, be able to unleash their full potential. Thus their abilities will increase by an unbelievable amount."

"I'd like a magic armguard," exclaims Fishlegs. "With maybe the same abilities as they have."

"You all can have one of your own," says Gretel. With three flicks of her wand a magic armguard appears on Fishlegs and Ruff and Tuff's arm. As she's about to give Snotlout one he holds up his hand to tell her to stop.

"I want an armguard with only the battle abilities they have," requests Snotlout. "Me and Hookfang don't need to understand each other." With a flick of Gretel's wand a magic armguard appears on Snotlout's arm.

"I'd like mine changed," exclaims Hiccup. "I just want a normal magic armguard." With a flick of Gretel's wand that is done too.

"Now partner up and let's see what you'll get from your magic armguards!" calls out Hiccup. Ruff and Tuff partners up together, Fishlegs with Hiccup and Astrid with Snotlout. Ruff and Tuff's weapons are battle hammers, Fishlegs' is a mace and Snotlout's is a sword.

After an hour of sparring Snotlout and Ruff and Tuff leaves to do their own training. Hiccup offered to teach them Dragonese but they refused. Hiccup, Astrid and Fishlegs studies the dictionary Hiccup and Toothless made. Gretel and her twins starts to leave back to their boathouse

"Oh, Hiccup, before we leave I need to tell you something," says Gretel. "When you go off to do solo-training you should leave Toothless' tailfin on self-steering. The Norns warned me that Alvin will make launch an attack on just you when you're alone. With Toothless' tailfin on self-steering he'll be able to get help."

"OK, thanks for the heads-up," says Hiccup.

"Wait a minute," exclaims Astrid. "That only means that he shouldn't

be left alone."

"The Outcasts are very well hidden and won't come out until they attack Hiccup alone," explains Gretel.

"Then I'll just have to face them alone," exclaims Hiccup. "After all, that's what all this training is for."

After Gretel and her daughters leaves the three who stayed at the academy studies the words in the As and Bs. After that they separate for solo-training. While Hiccup and Toothless flies around Hiccup reads the rest of the dictionary. They land at the same beach that Hiccup befriended the Scauldron on. When Hiccup got off Toothless stops him and scratches out a reminder of what Gretel said before she left in the sand. Hiccup turns and does that. Then he puts the dictionary in the saddlebag. He walks in front of Toothless and turns to face him.

"OK Buddy, let's see if I got this down right," says Hiccup.

"Me calda Hiccup (my name is Hiccup)," says Hiccup slowly. "Me is freundlees wit greenbloods (I am friends with dragons)." Toothless scratches the translation into the sand.

"Yes!" cheers Hiccup. "I'm speaking Dragonese."

"Good for you," exclaims a familiar voice that sends a shiver up Hiccup's spine. He spins around to face Alvin the Treacherous.

"Alvin," glares Hiccup. "What do you want now?"

"Same thing as always, you," sneers Alvin. "Now!" suddenly a whistling sound comes from behind Hiccup and Toothless. A bola hits Hiccup and tangles him in the rope. A weight hits him in the head.

"Toothless, go get help!" Hiccup manages to command before passing out. Toothless flies to the top of the cliff and out of sight, but not gone. He watches from over the edge.

"Hurry up and take him with us to the boat!" Alvin orders his men. One of the Outcasts picks Hiccup up and carries him under his arm. Some of the other Outcasts drags out a row boat from a hiding spot. That's what the Outcasts takes Hiccup in out over the ocean in. They row until they come in front of one of those rock pillars sticking out of the sea. They lift a part of the bottom of the rock and disappears underneath it. With dragon vision Toothless saw a bit of a boat through the opening. Now he knows which rock is fake and flies off to get help in rescuing his rider.

Hiccup wakes up in the hold of the Outcasts' boat (A/N: think of what Trader Johann's boat looks like below deck in the episode Breakneck Bog). He looks around and finds his wrists are tied together in front with rope. His legs are chained in a way that their loose enough to walk. But not enough to allow him to run. He's not alone either, an Outcast is there on the stairs. When Hiccup is awake the Outcast pokes his head out the trapdoor leading to the deck.

"Hey! He's awake!" calls the Outcast.

"Well bring him up then!" orders Alvin's voice from above. Hiccup is dragged by the arm up to the deck and in front of Alvin.

"What do you want?" asks Hiccup. "I keep telling you I'm not going to be training your dragons."

"I'm just giving you one last chance to reconsider," replies Alvin. "Come train our dragons or (he moves to the side revealing an alter behind him) become a sacrifice."

"I'll never train your dragons," glares Hiccup.

"Then you'll have no other use then to be a sacrifice to Loki in exchange for a blessing in the war on your village," shrugs Alvin.

"Tie him to the alter!" Alvin orders his men. Another Outcast grabs Hiccup's other arm and both of them forces him to lay on his back on the alter. They tie his arm and legs to the alter with rope, his hand are too far apart to slap the magic armguard. Hiccup doesn't struggle, but in his mind he's praying with all his heart to all the gods and goddesses, but Loki, that Toothless will come with help in time. Alvin raises a dagger up and ready to plunge it into Hiccup's heart.

"Hear me Lord Loki, god of evil!" calls Alvin. "I offer up this human sacrifice in exchange for victory in our war over Berk! Do with this human soul as you desire!" After that, two things happens. Alvin plunges the dagger down at the same time the Scauldron Hiccup trained bursts out of the water and on to one side of the deck, making the whole boat tip its way. Thus everybody, except Hiccup who is tied to the alter that's nailed to the deck, tumbles its direction and Alvin's aim is off course. But the dagger still plunges into Hiccup's chest. Once the Outcasts had sled overboard the scauldron goes back into the water to keep the Outcasts occupied. Toothless makes his appearance by landing on the deck. Having saw Alvin stab Hiccup from wherever he was hiding. Toothless doesn't waste a single second shooting a plasma blast that's only powerful enough to destroy the alter Hiccup is tied to. Hiccup staggers to stand up with Toothless' help. The dagger in his chest hurts like there's no tomorrow. But he knows that if he just pulls it out he will bleed to death. Hiccup leans on his knees while Toothless turns so that the saddle is close to his rider. He even lays on his stomach so that Hiccup can climb on easier. Once he's on Toothless' back he takes a strap from a pocket in his belt and hooks it to a hidden loop in his belt and the saddle.

"To Gretel's boat-house Buddy," gasps Hiccup. Toothless takes off towards safety faster than it usually flies. As they fly off Toothless roars to the Scauldron to meet them at Gretel's boat-house and that it can stop keeping the Outcasts occupied. The Scauldron dives into the water and heads to the meeting spot.

A moment later Toothless lands on the dock in front of the door to Gretel's ship. Hiccup is laying on Toothless' back in a way that won't disturb the dagger in his chest. Toothless uses a very low powered plasma blast to knock on the door. The door opens and Gretel's twins immediately leads Toothless deep into the ship. They enter a room that's empty except for a metal bed on wheels. There's

only a window that looks into a white room with many strange tools set up and a table the right size for a human to lie on. Gretel is there with her back turned away. One of the twins knocks on the door while the other one with Toothless' help gets Hiccup on the bed with wheels. Gretel pokes her head out the door.

"Mom, Hiccup is here," notifies the twin that knocked on the door. "Just as The Norns foretold, he's badly wounded."

"OK," responds Gretel. "It's Lucy's turn to help me and Margret's turn to notify the caretaker." Each of the twins hurries to do what their mom says. The one that is to notify Stoick takes out her own wand to teleport herself. Her wand looks like just a stick.

After the operation Gretel puts Hiccup in the bed of a guest room. Toothless had immediately ran into the room and is now resting on the floor with his head next to Hiccup. Gretel is outside with Stoick.

"Gretel, I can't thank you enough for saving my son," says Stoick.

"Well don't," replies Gretel. "Part of my job of heaven's hand is to help the ones with a pure heart. And that includes keeping them alive."

"Hiccup was lucky," continues Gretel. "The dagger missed his heart and was lodged in between his heart and lung. Thanks to a saliva donation from Toothless the wound should heal in a matter of hours. By tomorrow he will be up and living as if this never happened."

"That's excellent," comments Stoick as he walks towards the room.

"One more thing before I leave you to Hiccup," says Gretel. "I know you're planning on putting a ban on all dragon flying but your own. But in order to defeat your enemies you'll need a team of dragon riders."

"I'm not going to endanger any of the others," responds Stoick.

"Bad things happen to us all," retorts Gretel as Stoick walks to the bed Hiccup is in. "Even for heaven's hands."

"Bad things happen that you are not prepared for. But I know that if me and my friends work hard we could at least try to overcome obstacles." "Hiccup."

With the Outcasts

The Outcasts managed to swim back to their boat and are trying to figure out how to get back onto it. Out of nowhere a rope ladder drops into the water from the boat. Once they've climbed onboard they see a woman about the same age as Gretel standing on the deck.

"Hey! Who are you and where did you come from!?" yells Alvin.

"My name is Darcy," introduces the woman. "I am a Loki's hand. One who does evil in Loki's place. I've just arrived on Berk when you did

and had been invisible as I've followed you since you stepped onto Berk's shores. I saw everything and decided to help you in your evil ways."

"Thanks, but we don't need help killing people," exclaims one of the Outcast men. "So I'll be helping you off the boat." The same Outcast that spoke charges. Darcy whips out a wand that looks like a black transparent stick. With one flick of it the charging Outcast turns to stone. At the first crack of the deck boards breaking under the weight of the stoned Outcasts Darcy flicks her wand. This time she sends the stoned Outcast flying overboard.

"Impressive," comments Alvin with a wicked grin. "We don't have a magic user, so you've got the job."

"Excellent," comments Darcy. "What is your next decision Chief Alvin?"

"We are still going after Berk," responds Alvin. "But as for Stoick's boy I think I'll spare him for a bit longer."

"Ah, why chief? Weren't you going to kill him a few moments ago?" asks another Outcast.

"I've been thinking about that," replies Alvin. "While we were about to grab him I noticed he was speaking in a different tongue. And the Nightfury was writing in the sand. Stoick's boy called it something along the lines of dragon speech. Maybe there's something more we can learn from that boy after all."

"So let's sail for Outcast Island and make a new plan of attack," exclaims Darcy with a sneer.

3. Chapter 3

A/N: this takes place after The Iron Gronckle. I don't know what dreamworks will do for Hiccup training a Scauldron, but you can call the one I did out of luck (he gets a lot of those).

In Gretel's ship Gretel had just came back and are now talking to Lucy and Margret.

"Well mom, how's the Whispering Death eggs under Berk?" asks one of the twins.

"They've hatched," answers Gretel. "I just hope that Hiccup and the others will be ready for what will come in the future." A moment later they hear the sound of a gliding dragon come in for a landing. A moment after that they hear a knock on the door. Gretel teleports to the door that connects the shop to the outside. She answers the door to see Hiccup and Toothless there. Hiccup is carrying a big bag.

"Hello Hiccup," greets Gretel as she steps to the side. "Come in and into the living part of the my home."

"Thank you," says Hiccup as he follows Gretel through the shop floor and up the stairs to the part of the ship that Gretel and her twins lives in. "I had an amusing day yesterday."

"Well tell away," says Gretel. She makes a small voice recording device appear in her hand. As they walk to the living part of the ship Hiccup tells her about what happened (A/N: the events in The Iron Gronckle minus the part where the Outcasts were checking up on the eggs they put under Berk).

"That is one funny adventure," comments Gretel. They now enter the part of the ship Gretel and her twins lives in.

"So what's new with you today?" asks Gretel.

"I've improved my Dragonese," replies Hiccup. "I now have an accent that when people hear me without the magic armguards, all they hear are hisses and pops."

"That is an improvement," comments Gretel.

"Hi Hiccup," greets one of the twins.

"Hello ladies," responds Hiccup. "I'm ready for a sleep-over."

"We are too," replies the other twin. "We've picked out games that you use your mind in order to play."

"Mom even put a stone slab in the room you're going to sleep in for Toothless," adds the other one.

"That's great," comments Hiccup. That's how they spend the night after dinner. Hiccup and the twins playing games from all around the world. Gretel sits nearby knitting squares for what she calls a story quilt.

"Gretel, can I ask if you can add a new ability to my magic armguard?" says Hiccup as the three of them play.

"What ability are you thinking?" asks Gretel.

"You remember you gave me the ability to sense what Toothless senses?" asks Hiccup. "Well, I was thinking of it also being vice-versa. Making us more being one."

"That's a good thought," exclaims Gretel. With a flick of her wand the said ability is added to Hiccup's magic armguard.

That night when it is time to get ready for bed the twins shows Hiccup where he's sleeping. When he opens the door to his room he is greeted with an amazing sight. Besides the bed bedside table and stone slab there's a roll-top desk, shelves and a chest. On one side of the room there's bookshelves lined with story books. On top of the book shelves are dolls that look like people. Some are made from cloth and some are made from porcelain. On the opposite side of the room that the bookshelves are on is one shelf with cloth busts with hats from all around the world on. On the side of the room where the door is the roll-top desk with the chest beside it. When Hiccup opens the chest he sees toys from around the world in it.

"This is the room where the pure hearted people sleep when they would spend the night here," explains one of the twins.

"The things you see here are things left behind by the pure hearted people before you," continues the other twin. On the shelf with the hats Hiccup notices an old beat-up Viking helmet with a lot of dents. Upon a closer look he notices a name carved into it, Bork the very, very, very unfortunate.

"Oh yeah, that one was an old helmet from Bork," exclaims a twin.

"It was one he had during his years of the worst luck," explains the other twin.

"Sleep tight," says both twins.

"Good night Lucy, Margret," replies Hiccup.

The next morning the group is gathering at the academy. Once they are all there they start mounting up. That's when Gretel's twins appears in the academy.

"Why hello double beauties," greets Snotlout. "Here to see me off as I become even more awesome?"

"Can it Snot-going-to-merry-anyone," responds one of the twins.

"We want to put in a request for Hiccup," says the other twin.

"What is it?" asks Hiccup.

"We want you to help us train a Gronckle when you get back," says the twin who spoke first.

"Of course," answers Hiccup. "We'll come by the boat-home when we get back from patrol." The group takes off. They start outside the village and work outwards to the edge of the Berk waters.

"Ah, Hiccup," says Tuffnut. "What do you do at Gretel's boat-home? I mean, you go there a lot. So you must be doing something fun."

"Actually, yeah, we do have some fun," replies Hiccup. "We play game and eat food from around the world, talk and tell stories."

"So you like it there," exclaims Astrid.

"Yeah, I do," says Hiccup. "I like to think of it as a second home."

The flight took an hour and a half. Once they are back in the village they notify Stoick that all's clear. Then Hiccup breaks from the group and heads off to Gretel's ship. The twins rides on Toothless with Hiccup and flies off.

"We are heading to the gronckel habitat where all of the gronckels on Berk are kept," explains Hiccup. "When we get there I will walk you through training one gronckel for each of you. From there I will hand your teachings off to Fishlegs, who's our resident gronckel trainer. He will teach you about gronckel care. We do group training once a day. There you will learn how to fight with your dragon partner."

"Oh, we are not going to use them for fighting," exclaims one of the twins.

"Heaven's hands are not allowed to fight," explains the other twin. "They are meant to help the people with pure hearts."

"Then what are you going to do with them?" asks Hiccup.

"Use them to make stuff out of their lava," answers the second twin to speak.

"You see, we heard about what happened with Meatlug," explains the other twin. "We thought that maybe our addition to our occupation is to create stuff from the world's dragon's abilities. And to explore the uses for their abilities. So we thought that whatever kind of dragon you manage to train some will be set aside for our research."

"We got the idea from the research the heaven's hand that came after the one that helped Bork," explains the other twin. "That one did research on uses for dragon bodies. That one was the first to find out the healing properties of Nightfury saliva."

"In fact, it was that research that saved you when Alvin tried to sacrifice you," adds the other twin. "Toothless' saliva may have healed your wound quickly, but you still lost a lot of blood. Dragon blood can be used like human blood in the case of a blood transfer."

"Ironically it was Toothless that was the perfect match to donate blood to you," finishes the other twin.

"Wow, that is amazing," exclaims Hiccup. "Well, I will help you in your research in any way I can."

"I guess this means we're closer than we thought," Hiccup says to Toothless. "Thanks Buddy for everything." Toothless responds with a coo.

A few minutes later they reach a cave on the other side of Berk. Inside they see a good sized group of gronckels.

"Now go up to one of these gronckels and let them sniff this dragon nip," explains Hiccup as he hands each of the twins a handful of what they call dragon nip. "Then feed it a few rocks. Then put your hand half way towards its face. If it accepts you then it will put its nose on the palm of your hand." The twins do what he instructs. When it came to the first touch the gronckels they picked touches their hand slowly.

"Now you can ride your new gronckels back to the boat-home," exclaims Hiccup. The three of them flies away. Hiccup continues flying around Berk. Then Ruffnut and Tuffnut flies up to him on Barf and Belch.

"Hey Hiccup," says Ruffnut. "We've found something beautiful."

"We were flying over the forest when we saw it," adds Tuffnut. "A whole area of trees were being cut down by a dragon lying on its

back. The dragon was cutting the trees with its wings."

"A dragon that can cut down trees with its wings," mutters Hiccup.

"We have to split up and tell the others to head to the spot you two saw the dragon," say Hiccup to Ruff and Tuff.

Almost half an hour later the gang is hovering over a clearing with fallen trees and a huge dragon with long wings laying on its back in it.

"Whoa, a Timberjack," exclaims Fishlegs.

"So Fishlegs, know anything else about this dragon?" asks Hiccup.

"Sharp class," rants Fishlegs. "Edges of wings are super sharp. Attacks out of the sky."

"OK then," says Hiccup as he activates the armor mode of his magic armguards.

"Wait you're not thinking of doing what I think you are going to do?" says Astred. Then Hiccup and Toothless flies to the ground away from the circle.

Once Hiccup and Toothless lands Hiccup sets Toothless' tail so that Toothless can fly without him. He then tells Toothless to fly to where the other dragons are while he continues on. When Toothless flies away Hiccup walks to where the Timberjack is.

Fifteen minutes later Hiccup had worked his way to the Timberjacks head. Hiccup had to do a lot of dodging and taking wing swipes. Whenever a wing collided with Hiccup's body he was thrown quite a ways and the dragons above roars and the humans calls out in worry. Everytime that happens Hiccup orders them to stay away. The armor protected Hiccup's body nicely. Once he gets to the timberjack's head he speaks to it in Dragonese. The other teens are amazed, all they here from Hiccup's mouth are hisses and clicks. The timberjack replies with growls, followed with more hisses and clicks from Hiccup. The timberjack stops thrashing around and Hiccup signals the other teens to come down.

"This timberjack has an itch on its back and it can't reach it with its long wings," explains Hiccup. "So we are going to scratch it for him."

"That sounds like work," exclaims Tuffnut.

"True, but think of what would happen if we let this timberjack continue thrashing around," replies Hiccup. "It is a hazard to living things in this area." So they make back scratchers from the branches of the fallen trees, their dragons helped them onto the timberjack's back and they scratch the timberjack's entire back.

An hour later they are done and the timberjack is sitting facing the group of teens with their dragons behind them. The timberjack rubs its snout on all the teens except Hiccup as a thank you, it licks Hiccup's body to thank him (A/N: think of how the deadly nadder

licked Mildew in We are Family Part 2).

"No need to thank us, it is our responsibility to take care of dragon related problems," says Hiccup. "But you're not off the hook yet. You have to help us clear this area and bring the fallen trees to the village." The timberjack nods his head in agreement and the group begins carrying the fallen trees to Berk.

It took until the sun starts setting for the group of teens and the timberjack to be done bringing the fallen trees to Berk.

"OK, you're free to go," Hiccup says to the timberjack. The timberjack says his goodbye and flies away. Hiccup turns to his friends.

"I'm going to talk to Gretel about what she can do about the forest," says Hiccup. "See you tomorrow." Toothless flies him away towards the docks.

Gretel is the one who greets Hiccup and Toothless.

"Don't tell me anything, The Norns already told me about you dealing with the timberjack," exclaims Gretel.

"Good, then I can get to the point of this visit," comments Hiccup. "Can you do anything to repair the part of the forest where the timberjack was?"

"I can have it done at the end of tomorrow," replies Gretel.

"Great, thanks," says Hiccup. He turns to leave, but stops when Gretel puts her hand on his shoulder.

"One last thing before you leave, a prophecy," says Gretel. "Tomorrow night will be the time that you show that you're a dragon trainer to the ones that go berserk."

"Thank you Gretel, I'll keep it in mind," responds Hiccup. Then he leaves.

4. Chapter 4

During the events in the episode Worst in Show Darcy came with Alvin, Savage and Mildew. She separated from them when they landed on Berk's shores. She stays there as the plan she and Alvin agreed on. You see, They have many plans in store for Berk, but the timing has to be just right. Mildew let her stay in his hut if Stoick hadn't given it away, which he didn't. So it is just her and the stuff she brought there hiding out in the old hut.

after the events in the episode Worst in Show

Hiccup and Fishlegs are in the tunnels. They have a very long stick with notches they are using for measuring and a notebook and charcoal pencil. Toothless is following Hiccup as usual. They are measuring the spaces between tunnel entrances and writing down the collected facts in the notebook.

"Hiccup, I think we should stop now," says Fishlegs. "We are about to

get very close to a snake." Fishlegs points to a snake behind Hiccup.

"Huh, that's odd," responds Hiccup. "We don't have snakes in Berk."

"And if we did it wouldn't look like that," adds Fishlegs. The snake is all black with red Xs with a small circle above each one and a seven pointed star next to them.

"We better mark where we left off and see if Gretel has a book that can tell us about this snake," says Hiccup. When they've laid a row of stones two things suddenly happens. The snake launches itself at Hiccup and Toothless attacks it. Toothless lands on it before it reached Hiccup. But at the last second the snake stretches the rest of the way and bites Hiccup on the arm through the sleeves of his tunic. The snake bursts into flames after biting Hiccup.

"Did you just see that?" gasps Fishlegs.

"Yeah," responds Hiccup. "That is most defiantly no ordinary snake." Hiccup rushes onto Toothless' back.

"Collect as much of the ashes as you can and meet me at Gretel's boat-home," orders Hiccup before Toothless jumps through the closest tunnel exit.

Within a short amount of time Gretel is answering the door for Hiccup and Toothless.

"I need your help Gretel," says Hiccup. "A very strange snake bit me."

"Let's take a look," exclaims Gretel. Hiccup pulls up his sleeve and turns his arm so that Gretel can see the bite mark. The area around the puncture wounds is black with one black vein starting to go up Hiccup's arm and another starting to go down his arm.

"Oh oh, this is bad," exclaims Gretel as she pulls out her wand. With just a flick of the wand Gretel transports herself, Hiccup and Toothless into the sitting room. A few seconds more and Gretel contacted her girls and made a sheet of paper and colored wax sticks with points at one end appears in front of Hiccup.

"Draw the marks you saw on the snake that bit you," says Gretel.

A minute later Gretel's twin girls appears at their mother's side and Hiccup is done with his drawing. Gretel's eyebrows knits together as she looks at Hiccup's drawing.

"Oh dear," gasps Gretel. "Show me your arm again Hiccup." Hiccup pulls the sleeve of his tunic up again. This time he moves his body so that he can show Gretel the bite marks. The vein going up his arm is now almost to his shoulder. The one going down his arm is almost at his wrist.

"I can't move my arm anymore," says Hiccup.

"Oh no, this is very bad," gasps Gretel before turning to her girls. "Go get the frozen sleep ingredients." With a wave of their wands

they teleport away.

A minute later and a second after a knock on the door is heard. The twins appears with Fishlegs, holding a bowl, a very small cauldron with a wooden spoon in it, some bottles, a portable stove and a terrible terror. All that time Toothless is cuddling close to Hiccup. And Hiccup is rubbing Toothless with the hand that can still move. Fishlegs hands Gretel a handful of the ashes of the snake.

"This is all that's left of the snake that bit Hiccup," exclaims Fishlegs. Gretel takes a closer look at a pinch of the ashes before rushing to take the stuff her twins brought. She carries the stuff to the coffee table and begins making a potion.

"Great, this just proves what I thought even more," mutters Gretel.

"What is it?" asks Hiccup.

"Hiccup, I'm afraid you've been cursed by a person who works with Loki in spreading evil," responds Gretel. "I'll talk more about it after all this is over. But we have to focus on this curse for now." Gretel pours the potion on the apple in the bowl and the apple instantly soaks it up.

"Just eat one bite of this apple," says Gretel as she hands Hiccup the apple. "It has a spell over it that will put you to sleep and halt the progress of the curse. I will wake you up after I break this curse." With a nod Hiccup bites into the apple. He hands the apple off to Gretel as he chews his bite. He sits on the floor near Toothless and Toothless wraps his wings around Hiccup and gets into the position that is like a human's hug.

"Thanks," smiles Hiccup as he exhales. "I'll see all of you when I wake up." With that, Hiccup closes his eyes into a deep sleep, Toothless coos at him.

"Hmm, how are you going to break the curse?" asks Fishlegs.

"Judging by what marking is there, not easy," answers Gretel. "If it was to inflict bad luck it would be easy. But this one is to take control of Hiccup like he's a puppet, which is harder. For this one I'll need to get a hold of the key. And the only one who would know where it is is whoever it is that put the curse on him."

"How will we know how to even find the one who cursed Hiccup?" asks a now panic filling Fishlegs.

"You let me take care of that," replies Gretel. "You grab all the dragon trainers and their dragons as possible, and as fast as possible, and bring them here. Even Stoick." As Fishlegs takes his leave Gretel turns towards Toothless.

"Why don't you help me get Hiccup to the room you two stays in when you guys are sleeping over," says Gretel. Toothless coos as Gretel lifts Hiccup's sleeping form onto its back.

It wasn't hard for Fishlegs to find everyone. He found Stoick with Gobber, so Gobber came as well. When they arrive at the spot Gretel's ship was they see what looks like a big hut sticking out of the

water. The roof of the hut opens up and some kind of force sucks the dragon riders and their dragons into the hut. Gretel and her twins are waiting for them in the huge room they land in.

"Good," says one of Gretel's twins.

"You're all here," finishes the other twin.

"Where's my son," demands Stoick.

"Calm yourself," responds Gretel. "He's two floors above us. I can turn my boat-home into a fort in cases like these. This fort is designed so that it will suck anyone I want it to into this room, and let out anyone I fully want to. We are on the second floor of the fort. This place also has a spell over it that will hide the fact that the curse has been halted. Sometime after the energy in the air makes it seem like the curse has taken a hold of Hiccup but he isn't coming to where the cursecaster is they or someone connected to the cursecaster will come to investigate. Once they set eye on this place it's either come in here willingly or be sucked into here like you were. This is where we'll face whoever it is (she takes some glowing beads off of the necklace she's wearing and ands half of them to each of the dragon riders. And magically conjures strings to hang the rest around each of the dragons' necks. She takes one off for Gobber too). These will protect you and your dragons from evil magic, thus making the option of using magic to fight us useless. If he or she manage to beat us the fort will push them to the next floor up where Toothless is. Due to our battle and the fort forcing them up they won't have time to rest, and Toothless has been given orders to attack anyone who enters that room that isn't us. If they manage to beat Toothless they will be pushed into the room Hiccup and the key to waking him up is in. Hiccup is in the room where all of the people with pure hearts who spends a night here sleeps. The room has a spell over it that absorbs the light overflowing from their hearts. When this mode of the boat-home is active the light collected will fill that room with magic light. The magic light will either turn an evil person good or kill them. Since it's made with magic it can only be defeated with magic. If that happens it's up to them to get themselves out of that room." When Gretel is done explaining all of the dragon riders and dragons are standing in front of her with wide eyes in amazement.

"Whoa, that's so amazing," comments Ruffnut.

"And extreme," comments Astrid.

"You have to be," responds Gretel. "We're talking about one of Loki's chosen magic user. Their mission is to mess with people for the entertainment of Loki."

"One last question," exclaims Fishlegs. "You mentioned you'll need the key to Hiccup's curse to break it. How will you find it?"

"While you were gone I used the ashes you brought me to make a device for detecting the key," explains Gretel holding a cube made of folded multi-colored paper. "The closer this gets to the key the faster it will blink a light."

"Now get ready, whoever is coming after Hiccup is almost here," continues Gretel. "Everyone, circle around and face the middle of the

room. That is where the one we're after will drop. Me and my girls will stand back in the rear and help with our magic." The others moves around and makes sure Tuff and Ruff are doing the same too.

True to her word someone drops in a few minutes earlier, Darcy herself. Everyone but Gretel gets into battle position and Gretel's twins steps closer to her side. Gretel gazes upon her with wide eyes. What snaps her out of her state is the key detector starting to blink. She steps forward.

"Stoick," says Gretel getting his attention. He turns to her and she shows him the key detector.

"She has the key," exclaims Gretel.

"Excellent," comments Stoick then he turns to Darcy. "We only want the key to the curse you put on my son. So either give it to us or we take it from your lifeless corpse."

"As if that will ever happen," sneers Darcy. She conjures a dome of dark magic that grows bigger. It passes over the dragon riders, their dragons and Gobber like they aren't there. Gretel conjures something like a cross between a mirror and a shield and she and her twins takes cover behind that. Once the dark magic dome hits it it shrinks. Darcy flinches in pain as it shatter on impact on her. She iccup to Fishleg smirks at Gretel through the circle of fighters.

"Hm, I take it that magic move was Japan's Three Sacred Treasures: Mirror Shield you used to protect yourself and your girls," exclaims Darcy. "If you used it in a pattern I guess you did Japan's Three Sacred Treasures: Protective Beads on your physical fighters. Thus making it so that I have to think of a way around not using magic and being out numbered. Still a strategist Gretel." All but Gretel and Darcy looks between the two magic users with wide eyes.

"Yes that part of me has never changed, and is not going to change," replies Gretel. "Now, hand over the key to the curse on the chief's son Fiona."

"First of all I don't go by the name Fiona anymore, I go by Darcy now," responds Darcy. "Second, I'm willing to give you the key on the condition you let me out of here so we can fight another day."

"Well, if you give us the real one we will consider it," exclaims Gretel. "But no funny stuff. I will be able to tell if the one you give me is fake or not." Darcy unwinds something that looks like a paper snake from her arm and tosses it towards Gretel. Gretel catches it in an energy sphere and holds the key detector up to it. The paper cube's light starts glowing without blinking off.

"It's the real thing," announces Gretel. A bit of the fort opens up and some kind of force throws Darcy out. The open part closes up and a new one in the ceiling opens up as Gretel takes the energy sphere.

"Gather around, I'll take us up," says Gretel. Once they formed a cluster the part of the floor they are standing on lifts them up and through the hole in the ceiling. They stop at that floor and a black

blur rushes up to the group. It is Toothless rushing up to greet them.

"It's over now Toothless," assures Stoick. "We got the key from the cursecaster."

"Going up to where Hiccup is," announces Gretel as a bigger hole opens up above the group and the same happens as before. They reach the room where all people with pure hearts spend nights at Gretel's place. Hiccup is there laying in the bed with the very apple that put him to sleep on the bedside table. Stoick and Toothless are the first ones to reach Hiccup's side, then the rest of the dragon riders and their dragons. Gretel and her twins are last to be with the others. They first deactivate the fort mode of the ship. First Gretel treats the curse by letting the snake Darcy gave her bite Hiccup on the same arm he got the first bite on, which it bursts into flames afterward. After the black veins faded away Gretel has Hiccup instinctively eat another bite of the same apple, well, what's left of it. While they were waiting for the curse to be broken Snotlout did the stupid move of taking a bite out of it. Gretel, Gobber and Stoick had to take it away from Ruff and Tuff before they bite into it, they thought it was cool that the apple put Snotlout to sleep with one bite. Then after waking Snotlout with the apple Gretel feeds a bite to Hiccup. After all that was over Gretel destroys the apple before Ruff and Tuff could take it back.

A while later and after Hiccup woke up the group is settled in the sitting room. Gretel's twins are serving everyone drinks while Gretel sits back in a chair with her legs up on a footrest. All the dragons except Toothless are in the dragon stables part of the ship. Toothless is lying next to where Hiccup is sitting.

"OK, I'll start explaining things from the beginning," exclaims Gretel. "That thing that bit Hiccup in the tunnels was a special curse in the form of a piece of paper that was folded up into a snake and brought to life. The red markings are a sign of the curse the paper snake carried. The enchanted apple I used to bide my time with was my creation. The first of Loki's Hand was appointed after The Norns appointed the first of their handpicked magic user. Loki didn't want things on earth to return back to everything being good. One of his chosen magic users married a king who already had a daughter who had a pure heart. The Loki's Hand got jealous at the attention her stepdaughter was getting, so she tried to have one of her men kill the daughter. Instead he sent her away. I guided the young woman to a hut owned by seven men. She stayed there with the seven men until the Loki's Hand found out and came for her. The Loki's Hand tricked her into eating a cursed apple. The curse put the young woman into a sleep that looked like death. The men she was living with came home from work found her but didn't bury her, they put her in a glass casket. I found the prince she was in love with and told him all about what happened. With my help he defeated the Loki's Hand and woke up the young woman. After I saw to the wedding, and before I left to find the next pure hearted person I took everything that the Loki's Hand had. I created the enchantment I used on Hiccup from the very curse that Loki's Hand used on the young woman."

"One last question," exclaims Fishlegs. "How did you know this Loki's Hand? You were calling each other by name."

"Yeah, that was odd," comments Astrid.

"Stoick, you told me you remember seeing my master take the two girls she brought with her when you and the village laughed her off the island," says Gretel, Stoick nods in confirmation. "Those girls were me and the one who now calls herself Darcy. In short, she and I studied under the same master." Everyone gasps at this revelation.

"I'll start telling my story at the beginning," states Gretel. "My mother died in childbirth, my father is busy with his trading job and teaching Johann it. So my father couldn't take care of me. On the first island my father stopped at after my birth my would-be mentor was there. She agreed to take me in if Johann and I would spend time together whenever we would meet. Years later a magic user named Fiona came to the temple we were staying at wanting training to be a Pure Heart Guardian. She wasn't visited by The Norns, but she came from a line of Pure Heart Guardians. While I was playing in the gardens I did my first magic spell. So my mentor took me into training too. I studied with Fiona and even learned some new magic from her. The Norns came when we've passed the final exam and chose me to be a Pure Heart Guardian over Fiona. Fiona stormed out of the place we were staying in at the time and that was the last I saw her."

"I bet you were surprised to see her again like that?" says Hiccup.

"You can say that again," answers Gretel. "Now, it's getting late so I'll see you tomorrow."

When Hiccup stepped onto the dock Gretel stops him by calling to him.

"One last thing Hiccup, a warning about the future!" calls Gretel. "During a dragon related project you will have to defend against an old foe that will be worse then the only time you've seen it before."

"Thanks Gretel," replies Hiccup. The group leaves Gretel and her twins at their ship. All of them knowing that now they have someone new to worry about.

5. Chapter 5

AN: takes place after the episode Zippleback Down.

Chapter 5

The day after Hiccup reunited with Torch Hiccup arrives to the dragon training academy, with Gobber on Toothless. They are there to check on how the twins are doing getting Tuffnut out of the dragon trap he got himself into the day before. They arrive to see that both twins had spent the night in the trap.

"You see now why it's important to pay attention in class," scolds Gobber once they've woken up the twins.

"Yes, we'll pay attention in your classes!" begs Tuffnut.

"Could you please let us out now," begs Ruffnut. "My brother's back

hair really smells." Gobber gives the permission and in no time Hiccup has released the twins.

"Hey, Hiccup!" Hiccup turns in time to see that it is Astrid that got his attention as she's flying in on Stormfly, closely followed by Fishlegs on Meatlug. "Have you noticed how the clouds above just the village are turning black?"

"Yeah, I noticed," answers Hiccup. "I was thinking of getting everyone together and then we can all investigate it." A few minutes later Snotlout arrives on Hookfang.

"Hey, did any of you see the black cloud above the village?" asks Snotlout. "Also, whoever took my magic manacle HAD BETTER RETURN IT NOW."

"Yes, we saw the cloud when it was beginning to form," says Hiccup. "And we are going to check-out what it is. As for yours and everyone's magic manacles, I had Gretel deactivate them all. We've been doing fine without them anyway."

"That is true," agrees Astrid.

"OK, let's saddle up," commands Hiccup.

"I'm coming as well," says Gretel as she appears in front of them. "That cloud could be the making of Darcy."

"You mean your old classmate?" exclaims Hiccup. "Hop on. You can explain what makes you think it is Darcy. Gobber, you are coming with us." Gretel gets on Toothless behind Hiccup and they all take off with Toothless grabbing Gobber by the arms.

"You see, clouds are usually formed when water particles rises into the sky and gather there," explains Gretel. "The air current carries the clouds from place to place. Once a lot of water is collected it will form a raincloud. Then when the water is too heavy for the air current to move water falls. Thus how we have clouds and rain. What is happening now is that someone is stopping the clouds from moving in that one spot."

"If someone is doing it where would they choose to be while they are watching their work?" asks Hiccup.

"On top a hill near the village," answers Gretel. "But if you can get me to the edge of the cloud I can collect traces of the magic holding the cloud in place. With that I will be able to make a locating device to track Darcy."

"OK, you guys land at the base of the hills while I will drop Gobber off at the village," commands Hiccup. "Toothless and I will use the shadow the cloud is casting over the village to get Gretel to the edge of the cloud. We'll sneak back once we're done."

Later on Hiccup, Gobber, Toothless and Gretel enters the darkened village. Toothless drops Gobber before landing.

"Gobber, go warn my father, and help him get the villagers ready," orders Hiccup. With a nod Gobber hobbles off. Hiccup turns his attention to Gretel.

"Do you have something to collect the magic in?" he asks. Gretel doesn't answer verbally, but holds up a clear, handleless, mug with a metal lid (AN: a glass jar).

"My girls' first creation," exclaims Gretel. Hiccup nods with a smile and Toothless takes off again.

Later when Hiccup, Gretel and Toothless returns to the others Gretel's twins had already appeared. Gretel had contacted them ahead. They brought some stuff with them. It didn't take long for Gretel to turn the jar of magic into a locator device. As soon as she's done a mist forming a picture of one of the hills appears over the jar. The group finds that the actual hill is on the opposite side of the village and they take off towards it, leaving Gretel's twins behind while they head back to the ship. As they are nearing the hill they hear thunder, and when they turn to look at the cloud above the village they see lightning hitting spot in the village.

"Darcy has turned the raincloud into a thunder cloud," Fishlegs says in a panic.

"Gretel, do you know of a way to stop this?" asks Hiccup.

"Yes I do," replies Gretel. "To create something with magic the user needs at least one tool. If I could get in control of whatever Darcy is using I could turn off the lightning."

"OK, then that's going to be our goal," says Hiccup. "Get Darcy away from what she's using for making the lightning long enough for Gretel to stop this chaos."

Later, once the group reaches the hill, they find Darcy just outside Mildew's old hut in the middle of a glowing circle that has sparks emanating from it. She's also next to a statue of a man holding a hammer up to the sky and pointing a finger straight forward.

"That circle is the key to the lightning," announces Gretel.

"OK, here's the plan everybody," begins Hiccup. "We are going to sneak around Darcy, leap out and tear her away from the circle. Then Gretel will step in and end this whole mess."

"I don't get it, why don't we just attack her while she's busy," complains Snotlout. Ruff and Tuff being themselves did not pay much attention.

"Hey, isn't that the statue of Thor we built a long time ago?" asks Ruffnut.

"Yeah, that was a cool time," sighs Tuffnut.

"Yeah, you're right," muses Fishlegs.

"Blah, blah, blah," complains Snotlout. "You guys can go along with Hiccups plan. But my plan is the better plan." Snotlout takes his sword from under his belt and charges towards Darcy with the sword raised and yelling. Suddenly the statue of Thor swiveled so that Thor's finger points to the approaching Snotlout, a bolt of lightning hits the statue's hammer and comes out of his finger. But it never

hits Snotlout. Gretel had teleported in-front of him and used her own body to redirect the lightning back toward the cloud.

"Hiccup, destroy the statue!" calls Gretel as she throws a glowing sword towards Hiccup. Hiccup catches the sword as Toothless takes off and flies towards the statue. With one swing the statue is cut in half, Hiccup sends an apology up to Thor. Astrid took the chance through the whole ordeal to fly Stormfly and grab Darcy, take her far away from the circle and pin her down on the ground. Gretel steps into the circle and with a few chants the lightning stops, the clouds separates and the circle is dismissed.

"Excellent," cheers Hiccup. "That takes care of the clouds."

"Good plan," comments Darcy. "Using Sacred Treasure: Sacred Sword that can cut through anything with one swing to destroy the statue and suddenly attacking me to get control over the key to my plan. But you're too late I've won." True to her word the whole village is now on fire.

"Oh no, this is bad," says Hiccup before turning towards the gang. "Astrid, keep an eye on Darcy. Gretel, make a way to send Darcy away. The rest of you follow me. We are going to make sure my dad and the villagers are alright." He and the ones that are going with him take off towards the village. Astrid and Gretel stays behind.

Near the village they see Stoick hovering above the beach on Thornado.

"Hiccup, thank Odin you're alright!" cheers Stoick.

"Yes I am. Is everyone alright?" asks Hiccup.

"Yes they are," assures Stoick. "Gobber and I managed to get all the vilagers out before the lightning began striking the village."

"Good, but now we have to think about the fire Darcy caused," responds Hiccup. Right on time the dragon riders hears a roar. They turn their heads to see a red Typhomarang. Once it reaches the humans on dragons it hovers in front of Hiccup. After a moment of pause Hiccup slowly reaches out his hand. The typhomarang leans its head forward so that its snout touches Hiccup's hand.

"Good to see you again Torch," greets Hiccup, Torch coos in response. "But now we need you again."

In no time Torch had put out the fire on the village, Gretel turns back the clock on the damage to the huts and Darcy is sent away on an enchanted rowboat. After Darcy had sailed out of sight Torch flies to where he lives and Gretel starts walking toward the door to the ship. She's about to enter it when she turns to Hiccup.

"One last thing Hiccup, a little heads-up about the future," says Gretel. "You'll soon come across a dragon that redirects lightning just like what I did to save your airhead-of-a-cousin. And an alliance between your two main enemies will form." With that Gretel closes the door of her ship behind her.

A little later on with Darcy

An Outcast boat is floating out of sight of Berk as Darcy is being sailed to it. Alvin the Treacherous is onboard the boat. As the rowboat is being sailed towards it Darcy chants something. Suddenly the rowboat bursts into flames as Darcy flies herself to land on the deck of the Outcast boat.

"That was beautiful work," comments Alvin after giving the command to his men to sail for Outcast Island.

"I thought so too," agrees Darcy. "I still would have won if that typhomarang hadn't shown up."

"True," agrees Alvin with a nod. "But I still like ya. You are free to join our group."

"As if I'm not already part of it," scuffs Darcy.

Later as they are walking onto the docks of Outcast Island Alvin speaks to Darcy for the first time since she joined up with them.

"Would you care to join me in my hut after some supper?" he asks.

"Of course Alvin," replies Darcy.

That night as Alvin and Darcy are leaving their spots at wherever the Outcasts eat Alvin shouts some things to his men.

"Alright, Darcy will be joining me in my hut for the night!" he announces. "Nobody is to even walk near it until morning! GOT IT!" The others all nod with a 'yes sir'. So the Outcast chief and the Loki's handmaiden walks off. If anyone of the Outcasts had disobeyed the order they would have been able to hear just Darcy moaning and panting all through the night.

End of chapter 5

6. Chapter 6

AN: first a thank you to Taranodongirl1, she helped me out of a writer's block. I was going to wait until the next episode for ideas if Taranodongirl1 didn't speak up. So without further delays on with the story. This takes place after A View to the Skrill.

Chapter 6

On Outcast Island

Darcy is on the dock loading a bag onto a boat when she is joined by Alvin's newest ally, Dagur the Deranged. He stands a few yards away from her with his entire army behind him, except a bulky brute next to him.

"Hey you!" shouts Dagur. "I heard you have a plan to retrieve Hiccup!"

"That is true," responds Darcy. "I told the massager to tell you this

because I need a few of your men to use in my plan."

"Well I volunteer myself and all of my men," announces Dagur.

"You can come, but all but three of your men stays here," replies Darcy. "Because if this plan works Hiccup won't be able to resist coming to me."

"Your plan better work," exclaims the bulky guy. "Because if it doesn't I will execute you the second Chief Dagur the Deranged gives the order." Suddenly, before anyone could blink, Darcy flies up to in front of the bulky guy's face and grabs him so that her fingers digs into his cheeks behind his molars, with her palm over his mouth.

"Listen to me good Mortal, the only one capable of doing me in is Loki himself," sneers Darcy. "And it would be wise of you the think of the things I could do to you before even crossing me." The bulky man could only nod in response.

"Good boy," says Darcy with an evil smile before turning and heading towards the boat. "Hurry up and decide who to take with us Dagur. I want to touch Berk shores by at least before dark."

A few minutes later the five of them are sailing away.

Once they are nearing Berk is when the silence on the boat is broken by Darcy.

"Aura Mimic on," mutters Darcy.

"What was that you said!?" Dagur half yells, half asks.

"That was the activation of the spell to hide my aura from any being," explains Darcy. "Every being has a sixth sense that can alert them that something is off. In animals it's stronger than a human. The spell I just activated make me seem like the auras around me. If any dragon senses that I'm back they will act different. Hiccup and his group keep a close eye on the dragons. Anything off might put them on edge."

When the five of them is on the beach in Berk the sun has almost set, but there's still light out.

"We make camp in the tunnels," commands Darcy. "It should be safe for an outside campfire." Unhappily the Berserkers obeys. Once everything is set up Darcy smooth out the sand in front of her and in the campfire light draws out her plan for the others.

"OK, here's the plan," begins Darcy. "At sunrise we make our way to the forest. Hiccup's dragon likes to get Hiccup up early for flying. When we see them flying above us I'll cast a spell that will make Hiccup come closer. When he's in range one of you have to make a hit on him with this arrow I made." Darcy holds out an arrow with an arrowhead made from what looks like Obsidian.

"I will do the honors," declares Dagur as he grabs the arrow from Darcy.

"Very well," shrugs Darcy. "The rest of you will shoot regular arrows

to hide this one. Hiccup will retreat back to his village. Unaware of the truth of that arrowhead."

"And what is this truth you speak of?" asks Dagur.

"That this arrowhead has a curse on it," answers Darcy. "When it leaves the bow it will go to a part of the target's body where it can't be easily taken out. Thus the arrowhead will be left there. That's when I take control and force Hiccup to come here where we'll take him."

"Why don't you just use the first spell to do just that?" asks one of the other Berserkeres.

"Because due to his pure heart he'll be immune to that kind of black magic," answers Darcy. "The first one will only be enough to bring him down to us once. But the arrow will be a permanent way to take control of him, directly in his body. He'll be able to try to fight it, but the magic will keep making him do whatever I tell him to." After Darcy explained her plan she excuses herself to turn in for the night.

The next morning goes like how the beginning of the plan Darcy described. The group arrives in the forest of Berk when the sun is half way above the horizon. Darcy hides in a separate spot then the Berserkeres. Within a few more minutes they see a black dragon flying overhead. Once they saw that Darcy mutters a spell into a ragdoll that's designed to look like Hiccup. A few moments later they hear something land.

"OK Toothless, now it's straight ahead," says Hiccups voice. They hear some dragon noises.

"I can't explain it Bud," continues Hiccup's voice slowly getting closer. "I feel some kind of force pushing me this way." After that Hiccup comes out from behind the many trees still on Toothless' back.

"There he is, ATTACK!" orders Dagur as he reveals himself and shoots the cursed arrow. The cursed arrow hits Hiccup in the arm near the shoulder. Seconds after Dagur had jumped out the other follows too. With Toothless' help Hiccup dodges all of the normal arrows and takes off into the air and out of their range. The group watches as the dragon and its rider flies away. Once they are out of sight Darcy steps out of her hiding place and run towards the beach.

"Good, now to go into phase two of the plan," says Darcy as she runs, the Berserkeres following behind her.

Meanwhile with Hiccup

Toothless doesn't slowdown his flying until before he lands on the deck of Gothi's hut high above the village. Hiccup is holding his arm around where the arrow shaft is still sticking out of. Hiccup climbs off of Toothless but is still in pain. Toothless sees this and uses his plasma blasts to knock on the door for his rider. The blasts he used is so weak it only dissipates after hitting the door, and doesn't leave a mark on the wood. A little while later the door slowly opens and when the elder woman sees the condition of Hiccup's arm she flings the door wider and leads the boy and his dragon in.

She pulls a chair and points at Hiccup, then at the chair. Hiccup getting the hint Hiccup sits down in it. While Gothi is getting her equipment Hiccup turns to Toothless.

"Toothless, go get my dad and Gobber," orders Hiccup. Toothless gives him a worried look.

"I'll be fine for now. She's just going to take out the arrow and stitch me back up," assures Hiccup. "But we need to tell my dad that there are Berserkers in our forest, and that they're hostile." With a nod Toothless leaves Gothi's hut.

An hour later Thornado flies onto the porch with Stoick and Gobber on his back. Toothless manages to catch up to Stoick on Thornado by asking Fishlegs to help him fly. Stoick is first to burst through the door. Hiccup is laying on the bed just starting to come out of a drugged state. His arm already in a sling. Stoick and Toothless are by Hiccup's side before both Gobber and Fishlegs are in the hut.

"Gothi, how bad is my son's condition?" asks Stoick in a worried tone. Gothi starts making markings in some sand she has out with her walking stick. Gobber looks over her shoulder to look at what she's writing. After she's done she leaves her hut.

"She says that other than Hiccup having to live with an arrowhead in his arm he'll be alright," translates Gobber. "He'll be ready to go home as soon as he wakes up fully."

"He was shot by an arrow," gasps Fishlegs in fear.

"Who attacked you?" Stoick worriedly asks Hiccup.

"Berserkers in forest," slurs Hiccup groggly.

"What the," Stoick almost screamed before turning to bark out orders. "Fishlegs, you gather the dragon riders and notify Gretel she should. Gobber, you arrange an emergency village meeting in the mess hall and then return to tell me. I'll either be here or at my hut." The two of them leaves quickly. As they are leaving Stoick turns to Toothless.

"I'll stay here until we can take him home. Then I'll go once Gobber says they're ready," says Stoick. "I know I don't need to say this but, your job is to stay with Hiccup no matter what." Toothless responds by putting his front feet on the other side of Hiccup so that he's over him. He looks at Stoick with his ear flaps flat on his head, pupils narrowed to slits, fangs out of his gums and showing and a growl coming from his throat. The message perfectly clear, 'just try to even touch my rider'.

Fifteen minutes later Gretel appears along with her twins at Gothi's hut as Stoick and Hiccup are mounting their dragons to leave. Each one of them holding a big bag.

"You called for me?" says Gretel.

"Yes, Berserkers had been spotted in the forest," explains Stoick. "I want you to be ready in case we need you to help through magic."

"I'm ready to aid you in any way," exclaims Gretel.

"Excelent," exclaims Stoick. "You can make base at our house and watch over Hiccup." Gretel's twins rides with Hiccup and Gretel rides with Stoick. Once they've landed at the doorsteps of the hut they are met by Gobber. Stoick follows Gobber to the village meeting while Hiccup, Toothless, Gretel and her twins continues inside.

"What happened to your arm?" asks Gretel.

"The Berserkers in the forest shot me with an arrow," answers Hiccup. "I was out flying with Toothless."

"How did you get shot with an arrow while flying?" asks Gretel.

"That's the part I can't get out of my head," replies Hiccup. "I keep replaying in my mind. While I was flying I felt a force telling me to go down to that spot."

"Interesting," comments Gretel. "I think I will stay with you for a bit. And did you notice anything strange besides the force while you were in the air."

"You don't really have to," responds Hiccup. "And no, nothing else was strange." That's when the other dragon riders arrives.

"We heard what happened," exclaims Astrid. "Are you OK?"

"Yes I am," answers Hiccup. Suddenly Hiccup clutches his wounded shoulder and hisses in pain. Everyone jumps into high alert. Gretel and Toothless are right next to him in a flash.

"Sit down and let me see the arrow wound," orders Gretel as she steers the groaning Hiccup into the chair Stoick sleeps in. She takes off Hiccup's tunic and sling revealing stitches in Hiccup's shoulder. There is a black circle with strange symbols around it around the area with the stitches.

"Is that a magic circle?" asks Astrid.

"Oh no, it's the curse from the first time we met Darcy," gasps Fishlegs.

"Quit being such a baby," exclaims Snotlout. "We have one of the strongest magic users right here. She'll have this curse broken in a jiffy."

"I appreciate all this but I want to see something first," says Gretel. "This isn't the same curse as the one Darcy cast on him. That one was cast to kill him. This one is cast to control him. At some point whoever cast this curse is going to make Hiccup come to them."

"But there's no dark magic users anywhere here," exclaims Astrid. "Otherwise the wild dragons around Berk would be nervous. Hiccup would have seen any dragons acting strange."

"That's because the dark magic user hid their aura from anyone's or

anything's senses," replies Gretel getting a sheet of parchment out of the bag one of her twins is carrying. "But I have an idea how to find this dark magic user. We're going to let this play out for a little while." Hiccup stops groaning in pain and his hand drops from his shoulder.

"I'm losing the feeling in my body," slurs Hiccup.

"Then we're going to get in our places," responds Gretel now folding the parchment into an accordion shape. "Everyone, including Toothless, outside. Hiccup, when you feel a stronger force than the one you felt this morning making you leave resist for a bit. Then follow the force. We'll follow where you go and see who the dark magic user is. Don't worry, we'll rescue you too." The others files out with Toothless slowly behind at the nod of Hiccup's head.

A few moments after the group steps out and hid themselves Hiccup comes out. During the few moments Gretel exchanged Toothless regular prosthetic for the parchment with an enchantment on it to make it like a real tailfin. Once Hiccup gets moving the dragon riders flies off on their dragons, leaving Gretel's twins behind, Gretel is riding Toothless.

Meanwhile with Darcy and the Berserkers

Darcy is sitting in the middle of a glowing circle. Suddenly the circle stops glowing and a gust of wind blows sand over the circle as Darcy stands up.

"Get ready, he's coming," says Darcy. Dagur smiles his evil smile at those words.

A few minutes later Hiccup walks into view from the path to the beach. He stops when he sees Dagur and Darcy at the other end of the beach.

"Well, Dagur and Darcy, I'm here. Like how you planned" glares Hiccup.

"Yes you have," smirks Darcy. Then she releases the Aura Mimic.

"Now, come over here," orders Darcy. After a few seconds of Hiccup fighting the control he slowly crosses the beach. As he is doing this Dagur's evil smile gets bigger. But when Hiccup is so close to them something with flames shoots in a straight line across the beach in-between Hiccup and the evil guys.

"Stop," orders Darcy. Hiccup does this with a smile. Both recognizing what the flaming projectiles are, a combo of Deadly Nadder spikes and Monstress Nightmare fire. Everyone on the beach looks up to see the rest of the dragon riders and dragons. Everyone but Toothless and Gretel attacks the group of evil guys and drive them into the boat. Toothless and Gretel lands near Hiccup and Gretel grabs Hiccup and helps him climb onto Toothless. Toothless flies them up with the others. With a flick of the wand Gretel sends the boat speeding a good distance away from the beach. Once that is over with Gretel has Toothless land on the beach. She tells the others to go update Stoick on what's happened while she works on Hiccup. Toothless is told to stay behind just in case the group of evil guys comes back. Toothless

responds to this with a look that clearly says 'do you even have to ask?'.

Half an hour later Gretel had summoned her twins with the bags she had before, done the ritual to purify the cursed arrowhead, thus reducing it to its true form of a small rock arrowhead, taken it out and with Toothless' saliva heal up the wound. The last thing she does is inject some of Toothless' blood into Hiccup to replace the blood he already lost. Then the two humans leaves the beach on the dragon's back.

During that time with Darcy and the Berserkers

Darcy is leaning on the railing of the boat looking at Dagur and the Berserkers that are gathered and facing her.

"I don't need to point this out, but as good as that plan was, it failed," says Dagur. "So I have to execute you for failing me."

"You two hold her," Dagur orders the two non-buff guys. Then he turns to the buff guy.

"You get the pleasure of doing the executing," says Dagur. The three men starts advancing towards Darcy.

"Freeze," says Darcy, holding two dolls that looks like the two non-buff guys in one hand. With the other one she snaps her fingers and the three guys stops in between Dagur and Darcy. The buff guy drops to the deck as soon as he had stopped. A metal snake slithered out of his mouth with a gray orb in its body. Dagur only steps back slightly with his mouth open in shock at what just happened. All three of his men defeated in a matter of seconds. Darcy tosses something into each of the two standing Berserkers' mouths as she walks towards Dagur.

"I told you this before, And it would be wise of you the think of the things I could do to you before even crossing me," says Darcy with an evil smile on her face. Behind her the two standing Berserkers falls to the deck and a small paper snake slithers out of each of their mouths. In each of their mouths they hold a gray orb. The metal snake takes these and swallows them. Then the two paper snakes bursts into flames.

"You now see a sample of what I can do if anyone tries to do me harm," says Darcy, letting the metal snake slither around her wrist and become a bracelet with three gray orbs. "And had given me three minions to use when I face Gretel in the final battle. Now I'm going back to Berk to wreak more chaos until then. Ta, ta, have fun with that trap you are planning for dear Hiccup.." She turns to the three men laying on the deck.

"Get up my minions," commands Dracy. The bodies of the Berserker men stands up and Darcy surrounds them with a bubble, picks up her bag of stuff and they both fly away. Leaving Dagur behind to sail back to Outcast Island alone.

Once Darcy reached Mildew's old hut she puts the bubble containing her minions on the ground where they sink into the ground, ready to be used at the command of their mistress. When all is done she places her hand on the slight bulge in her stomach.

"I was right in choosing Alvin as the father," Darcy says to the bulge. "Dagur might be evil but he's also crazy. I just want my children to be evil."

7. Chapter 7

During the events in Frozen Darcy is hidden in a bush in the village during the raid of the Speed Stingers. With her aura mimic up her aura is like the bush she's hidden in. The bush is hiding her so now nobody knows she's there as she watches the chaos.

"The venom in those tails will do splendidly in incapacitating people and dragons," comments Darcy to herself. "But I'll need a distraction to be able to get near anyone. How to do it though is the question at hand now." She sees a speed stinger in front of her and with a little magic the speed stinger's tail flips up and the speed stinger stings itself. Darcy summons a zombie minion to carry the now paralyzed speed stinger away with her.

During the events in A Tale of Two Dragons Darcy watches as Fishlegs and Meatlug digs up the dragon root from Mildew's old house. Mildew's old house has become a second home to her since she returned to Berk, it also became a lab to create evil things. When she captured the speed stinger the cellar became a place where she stores it. After Fishlegs and Meatlug leaves to tell the other dragon trainers about the dragon root Darcy walks out and looks into the hole Meatlug dug. An evil smile spreads across her face at the sight of the dragon root.

"Hello potential distraction tool," sneers Darcy. She summons a zombie minion and commands him to cut some of the dragon root off with his sword she let him carry with when she turned him into her minion. Darcy collected a big handful of the root in a bag before the sound of a Monstress Nightmare and a Deadly Nadder roars as they approach reaches her ears. She dismisses the zombie minion and runs back inside with the root pieces before the two dragons shows up. She puts the bag of root pieces on her work bench with the bottle of speed stinger venom next to her book of wicked creations. She sits down and continues her experiments.

A week later

Hiccup is working as a blacksmith on axes for the worker that cuts down trees. Gretel walks in and Hiccup looks up from his work.

"Hello Gretel," greets Hiccup. "What brings you to the blacksmith this fine day?"

"The Norns warned me of bad news," replies Gretel.

"What kind of bad news?" asks Hiccup as he pauses his work.

"Darcy is going to make a move today," responds Gretel. "So I'm here to help you through whatever she has cooked up this time."

"Thanks, I don't mind the company," smiles Hiccup. "In fact I like being with you." Suddenly they hear an explosion coming from the

forest. They run to where Toothless always waits for Hiccup. They jump onto Toothless' saddle and Hiccup clicks his prosthetic into the stirrup as Toothless gets ready to take off.

As they are flying over the forest they see a curtain two headed dragon that belongs to a curtain set of twins. The two heads are fighting among each other in the middle of a clearing. Ruff and Tuff are sitting on the ground, judging by the condition of the ground in front of them they've been thrown off, cheering at the sight of their dragon's heads fighting each other.

"Great," comments Hiccup sarcastically with a roll of his eyes before helping Toothless land near the clearing. He grabs some strong looking vines and they take off again, towards Barf and Belch. Gretel got off of Toothless' back when they landed to get the vines. She runs to where Ruff and Tuff are and shields them whenever one of the heads are thrown their way. It took a long time but Hiccup manages to get one end of each of the vines around each zippleback head, but is not in control of the dragon still. The zippleback knocks Hiccup off of Toothless with its tail. The moment they are on the ground Toothless runs around and catches the zippleback's tail in his mouth and holds it steady. Hiccup on the other hand is having trouble getting both heads under control. That is until a big wave of sound blasts at the zippleback's heads, knocking them out when they hit the ground hard from the force. The sound wave was from Thornado who lands to let Stoick off its back. Toothless walks back to his rider's side and Hiccup gives him a rewarding scratching on his head.

"What in Odin's beard happened?!" roars Stoick.

"That's just what I want to know too," exclaims Hiccup before turning to Ruff and Tuff.

"We don't know," responds Tuff.

"Yeah, we were only flying near a cloud with green specs before it happened," says Ruff.

"A cloud with green specs," repeats Hiccup. "Tell me what exactly happened."

"We were flying over the forest when we came across a cloud with green specs," begins Tuff.

"As we were passing it Barf and Belch stuck their heads into the cloud," continues Ruff.

"The next thing we knew they started fighting," finishes Tuff. "It was so cool. Let's do it again!"

"Right behind you," cheers Ruff as the twins run towards their dragon.

"No you don't," says Hiccup as he and Toothless blocks their way. "A cloud with green specs is not natural."

"Hiccup's right," agrees Gretel. "The unnatural cloud could have been part of phase one of Darcy's next move."

"Darcy's next move," repeats Stoick in shock. "Then we should regroup

with the others."

"Actually, I think we wouldn't be able to get far at all," comments Hiccup.

"I'm afraid you're right Hiccup," agrees Gretel. "This was random. Which means this is a trap."

"Very good Gretel," sneers Darcy, standing at the edge of the group. Before anyone could react her zombie minions pops from the ground and the four bad guys stabs the good guys and the three dragons with homemade metal needles. Every one of them but Hiccup fall to the ground paralyzed. Hiccup is caught by the muscular zombie minion.

"You, bring follow me while the rest of you are dismissed," Darcy commands her zombie minions, then she turns to the group of good guys on the ground. "Ta ta."

A few minutes after Darcy and her zombie minions left Gretel slowly stands up from where she has fallen. With a wave of her wand the others begins to stand up.

"What did she do to us?" asks Stoick.

"Judging by what I felt it was Darcy's own version of the speed stingers' venom," responds Gretel. "Luckily during the raid I created a charm that cures it. This was the first test run."

"Glad you did," comments Stoick. "But now this is serious. We must get the others."

"Yes, I believe you do need more people," sighs Gretel. "While Darcy attacked I noticed two things. The men with her were lifeless, and Darcy has the key to the spell controlling those guys. Judging by what I saw on the key she controls three of those zombie minions."

"Zombie minions, what's those?" asks Tuff.

"A way for black magic users to turn people into their mindless slaves," answers Gretel. "The black magic user first takes out the target's soul, which kills them. Then puts the soul into a vessel that uses the soul as a link to the body to control it."

"Wow, that sounds awesome," says Ruff. Gretel just shakes her head and turns back to Stoick.

"We return to the village and get the others," says Gretel. "We meet back here and use Toothless' sense of smell to track down Hiccup." With a nod of agreement from Stoick Gretel does the same thing to Toothless as she did during the time Darcy tried to control Hiccup and the group flies off to the village.

With Darcy ten minutes after her attack on the beach she arrived on

Hiccup is able to move slowly now as the venom is wearing off. He is laying on a blanket on the sand, alone with Darcy. He turns his head towards where he hears movement and sees Darcy sitting on another

blanket folding some parchment. There's also a metal bowl over a camp fire in front of her. Hiccup slowly sits up and looks at what his captor is doing. Darcy is folding the parchment into what looks like a boat. The bowl over the fire has a cloudy liquid in it. He notices a small brush in front of Darcy.

"You like what I'm making?" asks Darcy as she picks up the brush and uses it to spread the liquid on the paper boat.

"You're making a magic boat just like you used for the paper snake you used when you first came here," says Hiccup. "Your spreading wax on that paper boat to make it waterproof. That way you can take me to Dagur."

"Cleaver boy," chuckles Darcy. "But you are wrong about me giving you to Dagur. I am just going to put you where Dagur can't find you until Alvin comes back and brings Berk to its knees. You will be a gift to him."

"But Dagur killed Alvin," says Hiccup.

"Loki told me he talked Hel into bringing him back," grins Darcy as she admires her finished work. "We Loki's Hands do not have a connection to someone who sees the past, present and future. But we do have a way to avoid dying." She walks up to the water and with a wave of her black wand the paper boat became a boat floating on the water. She then raises the hand with the snake bracelet around her arm.

"Come my strong minion," commands Darcy. The buff zombie minion raises from the sand.

"Put the boy in the boat," orders Darcy. The buff zombie minion picks Hiccup up and does as he's ordered to do.

"Good, you are dismissed," says Darcy. The buff zombie minion sinks into the ground and Darcy climbs into the boat. With some magic the boat pushes itself.

The boat is out among the sea-stacks when six dragons appears from around the sea-stacks. A few of them lights the opposite side of boat that Hiccup is in on fire. Then Toothless dashes in and Gretel grabs Hiccup as they pass by. With Hiccup safely on Toothless' back the dragon riders heads back to the village. Leaving Darcy to swim back to shore.

8. Chapter 8

AN: Boy, the season finally sure threw us for a loop. It was tough to figure out how to tie my ending with theirs, but I have to make an ending somehow. I apologize in advance for this being a short chapter and it not going to have a fight scene. I'm bad at fight scenes so there won't be one (another reason why I was having Darcy be with child). So let's get this over with.

MyVersionofHowtoTrainyourDragon:DefendersofBerk

During Cast Out part one

As soon as Hiccup left from his visit with Alvin Darcy steps out of the darkness.

"Nice one," comments Darcy. "Use one set of enemies to end the other. So what will be your plans for after your back as the top dog of the Outcasts?"

"I'm not thinking of that now," answers Alvin. "I just want me old men back. Then I'll think of what to do next."

"I wish you the best of luck then," replies Darcy, then she leaves.

During Cast Out part two

Gretel catches up to Hiccup as he is leaving his house after reading the message from Dagur. Heading straight for where they are imprisoning Alvin.

"It's time for the final battle for Berk," exclaims Gretel. "And it is to be a big one."

"Well I don't need The Norns to tell that this battle will be big," comments Hiccup. "But it is great that this will be the last battle. What will you be doing while I'm on Outcast Island?"

"I'm going there too," responds Gretel. "I think it is time I try to settle things with Darcy."

"Well, I wish you the best of luck then," sighs Hiccup with a smile.

"And I wish you the best of luck too," smiles Gretel.

TimeskipTimeskipTimeskipTimeskipTimeskipTimeskip

Darcy is on a hill looking over the arena of Outcast Island. The floor of the arena had collapsed from the Whispering Deaths making tunnels to grab Dagur's men. Darcy is with her paper snake things that are holding the souls of the men that were underground when the arena floor caved in. She is putting the last soul into her snake bracelet when something swoops past her, grabs the bracelet and carries it away. Darcy turns and sees that the thing that took the snake bracelet was a paper falcon. Who gives the bracelet to Gretel at the other end of the hill about two yards away from Darcy before bursting into flames.

"Collecting more zombie minions I see," says Gretel.

"What are you doing here Gretel?" asks Darcy.

"I just want to talk," replies Gretel. "What happened to make you this way? What happened to the one that inspired me to become who I am now?"

"You know full well what happened," scowls Darcy. "You were chosen by The Norns, not me. So they have to pay."

"But it doesn't have to be this way," says Gretel. "I'm sure that if you talk it out with them they will tell you why they chose me and not you. Please if not for me then do it for your child. I'm sure you want it to grow up proud of who it is."

"What makes you think that they will listen to me?" says Darcy. "They were the ones that made me do this."

"Just at least try," says Gretel with a half of a smile.

"Maybe," sighs Darcy. "Give me time to think about it." Gretel suddenly embraces Darcy in a hug.

"Not too long OK," exclaims Gretel.

"OK," smirks Darcy.

As the Berkians leaves the island so does Gretel.

The next day

Gretel and her twins walks into the academy during one of Hiccup's lessons on the chalkboard.

"Guys, we will be leaving Berk about now," says Gretel.

"What? Why?" asks Astrid frantically.

"As much as I like it here, you don't need me now," explains Gretel. "It's time I look somewhere else for a pure heart to help out. I also need to continue teaching my girls the magic arts."

"What about Darcy?" asks Fishlegs.

"That's been resolved," answers Gretel. "We had our chat while you were fighting on Outcast Island. I got a message from her earlier telling me she's going to have a talk with The Norns."

"That's good," comments Hiccup. "You're more then welcome to come back to Berk."

"I will return the next time you or another pure hearted person here needs me," smiles Gretel. "Until then, take care." Everyone says their goodbyes as Gretel and her twins sails off in their ship.

The End

End
file.